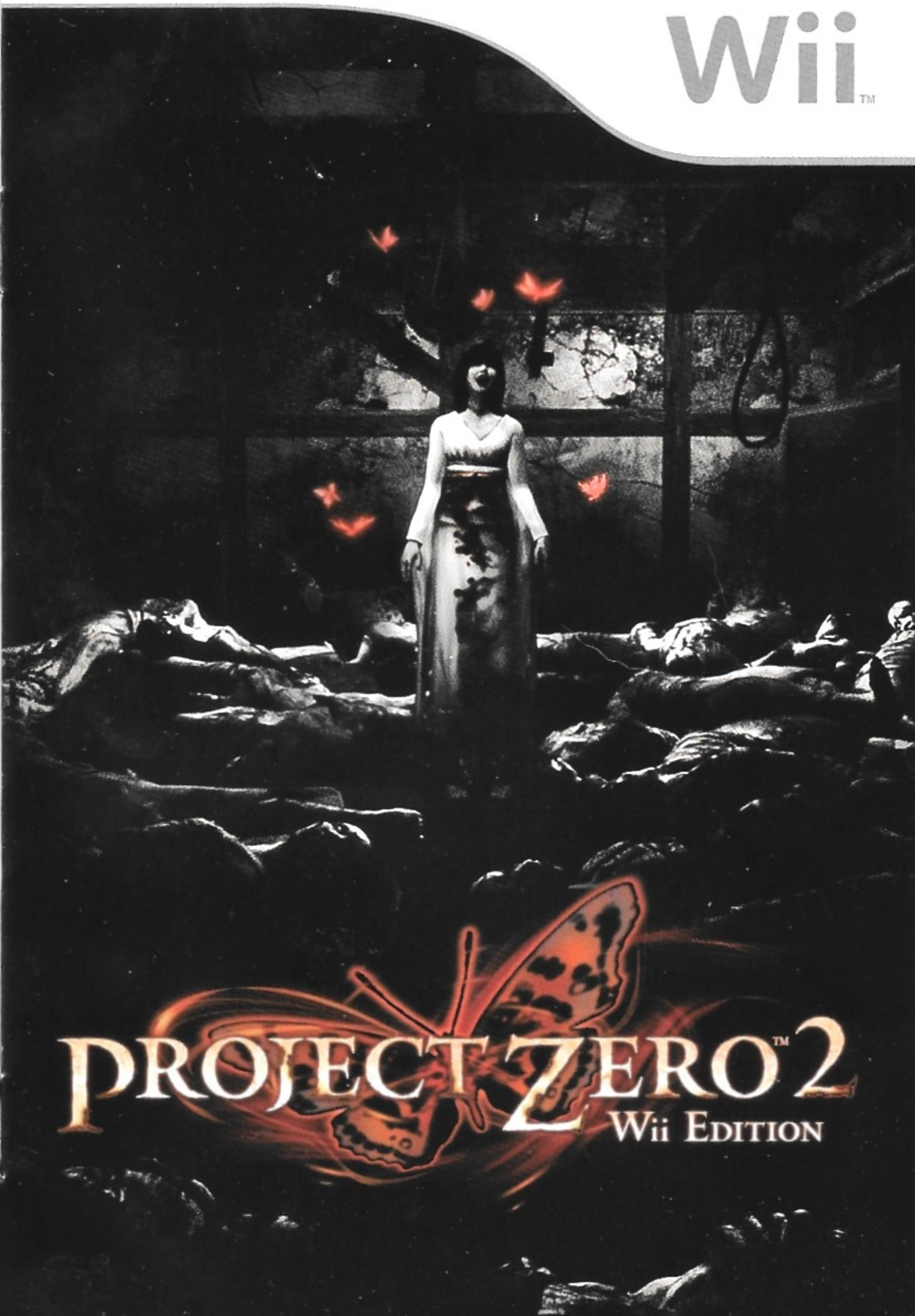
Wii™



PROJECT ZERO™ 2
Wii EDITION

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

Art. Nr. 2133646M 0512/EL

[0610/UKV/RVL]

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original Nintendo Seal of Quality™

Thank you for selecting the PROJECT ZERO™ 2: Wii EDITION disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® hardware system, disc or accessory.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information leaflet. Always save these documents for future reference.

2 EDTV/HDTV Compatible 60Hz ONLY

IMPORTANT: THIS GAME IS ONLY COMPATIBLE WITH TVS WHICH CAN SUPPORT 60Hz (480i) MODE.

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THIS GAME IS PRESENTED IN DOLBY® PRO LOGIC® II SURROUND SOUND. CONNECT YOUR GAME CONSOLE TO A SOUND SYSTEM WITH DOLBY PRO LOGIC, DOLBY PRO LOGIC II, OR DOLBY PRO LOGIC IIx DECODING TO EXPERIENCE THE EXCITEMENT OF SURROUND SOUND. YOU NEED TO ENABLE "DOLBY PRO LOGIC II" IN THE AUDIO OPTIONS MENU OF THE GAME.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

Nintendo KT DOLBY PRO LOGIC II

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Playing Project Zero 2: Wii Edition

When starting PROJECT ZERO™ 2: Wii EDITION, you can choose to play one of the modes below.

The Story

Experience the story of twin sisters Mio and Mayu Amakura, who find themselves trapped in the 'Lost Village'. With the Camera Obscura, a device that has the power to seal away ghosts and reveal past events, the pair must solve the mysteries of the ghost-ridden village to escape. As the story continues, more light is shed on the village's tragic past.

Mio Amakura

Mayu Amakura

Haunted House

This is an easy-to-control mode that allows you to experience the chilling fear of Japanese horror. The things you will see in the Haunted House differ each time you play, allowing you to encounter new terrors over and over again.

The shrine maiden Lady Kureha will guide you to each Haunted House.

More Haunted Houses will become available as you progress through the main story.

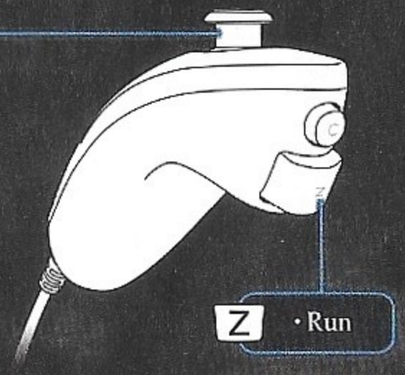
Finish a Haunted House and Lady Kureha will gauge your spirit levels and judge how strong your sixth sense is.

Controls

Controls for Story Mode

Nunchuk

- Up/Down: Move
- Left/Right: Turn around
- Move without turning (while holding C)
- Select options



Wave the Nunchuk
- Spin around to your left
- Shake free (when grabbed by ghosts)

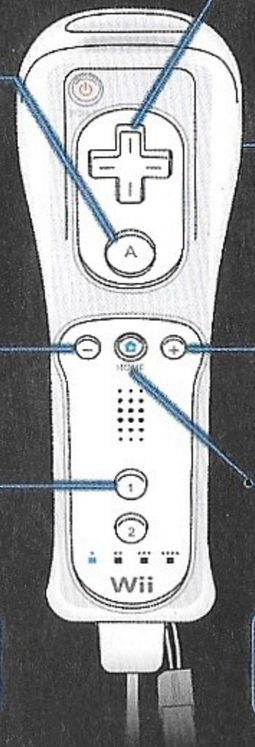
Z · Run

Wii Remote

- Select options

A · Perform an A Button Action (↗P. 8)
· Confirm

B · Ready the Camera Obscura (↗P. 9–10)
· Go back



− · Open the Menu (↗P. 8)

+ · Open the Map screen

1 · Open the Pause menu

· Open the HOME Menu

Wave the Wii Remote
- Spin around to your right
- Shake free (when grabbed by ghosts)

Tilt the Wii Remote up or down
- Move the camera up or down

Twist the Wii Remote sideways
- Move the camera left or right

Controls for Haunted House Mode

Nunchuk

- Left/Right: Look around

Wave the Nunchuk (or Wii Remote)
- Spin around 180 degrees

Wii Remote

A · Hold the button to move down a pre-determined path

B · Go back

Note: The controls differ depending on the Haunted House you have chosen. Confirm the controls for a particular Haunted House by reading the Tutorial screen before playing.

Playing with Two Players

The game is mainly a single player experience; however, a friend can join in and support you (or play tricks on you) if they have an extra Wii Remote.
Note: Player Two can use the Wii Remote only.

Story Mode

When Player One photographs a ghost (↗P. 10), press Ⓐ at the exact same time to perform a 'Synchro Shot'. This will deal greater damage to ghosts, and will also increase the score and the amount of Spirit Points (↗P. 9) received.

Haunted House Mode

You can play tricks on the other player while they go through a Haunted House.

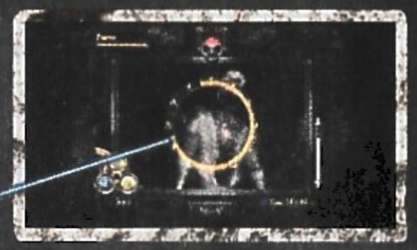
Ⓐ	Make a ghost appear
B	Make Player One's Wii Remote vibrate
✚	Press different directions to make sounds play through Player One's Wii Remote speaker

Battling Ghosts

In Story Mode, press Ⓐ while on the viewfinder screen to take a photograph.

Charging your Spirit Power

Your Spirit Power will increase whenever you have a ghost in your Capture Circle. The more Spirit Power you have accumulated, the more damage you will do to the ghost you photograph.



Locking On

You can lock on to the ghost that is in your Capture Circle by holding down Z. Locking on will make the camera follow the ghost automatically.

Shutter Moments and Fatal Frames

When certain conditions are met during a battle with a ghost, your Capture Circle will turn red. This is known as a 'Shutter Moment'. Photographing a ghost during a Shutter Moment will cause more damage and knock the ghost back.

At a certain point during a Shutter Moment, the lamp at the top of the screen may flash red. This allows you to take a 'Fatal Frame', which causes even more damage. If successful, you can quickly take up to two more Fatal Frames in quick succession.

Earthbound Spirits and Wandering Spirits

During the course of the story, some ghosts will appear that will not attack you; these are either 'earthbound spirits' that are fixed to one place and do not move, or 'wandering spirits' that appear for a short time only. You can photograph both of these ghost types and check them by selecting GHOST LIST from the Menu screen.

[0611/UKV/RVL]

IMPORTANT HEALTH AND SAFETY INFORMATION –
READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.

Parents should supervise children when they play video games. Stop play immediately and consult a doctor if your child or you have any of the following symptoms: **Convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation**.

To reduce the probability of a seizure when playing video games, follow these precautions:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these precautions to help avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessively long play sessions. Parents should monitor their children to ensure appropriate playing time.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and consult a doctor.

⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity.

Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote.

⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION – USE THE Wii REMOTE WRIST STRAP

Always keep a firm grip on the Wii Remote and Nunchuk controller (if being used). Use the Wii Remote wrist strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

DISC USAGE PRECAUTIONS

Please read and follow the guidelines listed below when using Wii Discs in the Wii console. Failure to do so may result in damage to your Wii console or discs.

- To avoid pinching your finger, do not load the disc with your finger in the hole. Always handle the disc by the edges.
- Do not touch the bottom unprinted surface of the disc. Always handle the disc by the edges.
- Do not use cracked, damaged or repaired discs.
- Do not bend or put excessive pressure on discs when loading into the Wii console.
- Do not leave discs in direct sunlight or expose them to high temperatures, high humidity or dust, dirt or other contaminates.
- When not using discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
- Do not write on, or place stickers on any part of the disc.
- If a disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the disc with a soft, slightly damp cotton cloth (use water only). Clean the disc from the centre towards the edges; do not use a circular motion.

PLEASE ALSO READ THE Wii OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii CONSOLE, DISCS OR ACCESSORIES. THIS MANUAL IS INCLUDED WITH YOUR Wii CONSOLE AND CONTAINS FURTHER IMPORTANT HEALTH AND SAFETY INFORMATION.

There is an AR Marker in one of the images printed above.

The AR Marker is for exclusive use with the Nintendo 3DS™ software "SPIRIT CAMERA™: THE CURSED MEMOIR", therefore you will require the software and a Nintendo 3DS system.
You must also have completed the Nintendo 3DS software's Story Mode to enjoy this feature.

Note: This extra AR feature is not required to fully enjoy the PROJECT ZERO 2: Wii EDITION experience.

- Before using the AR Marker, please make sure to read the electronic manual for SPIRIT CAMERA: THE CURSED MEMOIR thoroughly, and use it as instructed.

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